

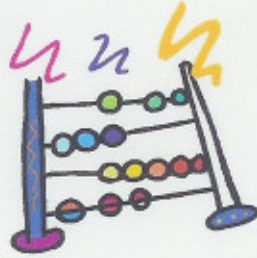


CHILDREN'S THEATRE CENTER

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Arithmetickles Teacher's Guide

**Supplemental
Puzzles, Deductive Reasoning,
Word Finds and more**



THE NUMBERS GAME (K-3)

- Goals:** Recognizing the numbers by shape and name. Knowing how to organize them in order, and understanding the difference between Odd & Even numbers. (Mostly for 2 & 3rd grades)
- Abilities:** Follow instructions, listening, working in a team. Using imagination and self-esteem.
- The game:** The host of the show will give out big numbers to selected audience children, from 0-9. They will try to put the numbers in the right order by bringing the girls on one side and the boys to the other side. The numbers are still mixed up. Then by spreading the kids into ODDS and EVEN numbers...and finally, they will find their OWN places on the line. At that point, the host will tell the audience an imaginary story, and any time there will be a number announced the kid with that number would have to step forward. It starts with single digit numbers, and then into 2 digit numbers, so 2 kids will have to get together. The real fun part comes when they have to put together the time 6:30...They will learn that the audience see the numbers in the wrong order, (like in the mirror...from right to left). During the game, the entire audience will do some sound effects and slow motion movement so they feel that they are also taking part in the game!

ACTIVITIES BEFORE THE SHOW:

1. Connect the dots in the picture.
2. Color the even numbers in blue and the odd numbers in red.

Even and Odd Numbers

Even numbers can be divided evenly into groups of two. The number four can be divided into two groups of two.

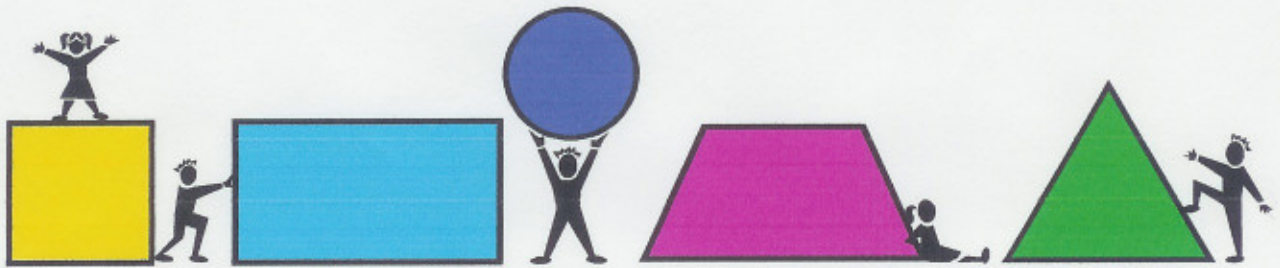
Odd numbers cannot be divided evenly into groups of two. The number five can be divided into two groups of two and one group of one.

Even numbers always end with a digit of 0, 2, 4, 6 or 8.

2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30 are even numbers.

Odd numbers always end with a digit of 1, 3, 5, 7, or 9.

1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31 are odd numbers.



THE "SHAPES & SUCH" GAME (K-3)

Goals: Recognizing the different shapes. Using memory skills and recognizing patterns.

Abilities: Follow instructions, listening, working in a team. Working in a time frame, sorting and putting things in order

The game: Six shapes will be introduced to the audience: Square, Circle, Triangle, Rectangle, Oval and a Diamond. The students will name the shapes and memorize the order. Two teams will have to put the shapes back in order after the host will shuffle them around. The students will realize that the shapes are colored in three different colors, and they are organized in a pattern, which will help the teams to determine the right order!

ACTIVITIES BEFORE THE SHOW:

1. Play with patterns
2. Find the shapes in the drawing.



“NUMBERS ALIVE GAME”

(K-3)

- Goals:** Using imagination and creativity, recognizing the numbers.
- Abilities:** Follow instructions, listening, working in a team. Working in a time frame, being creative by using body parts to design the shapes of the numbers.
- The game:** There are two teams on the stage. Each team will have one teacher and three students. They are going to get a "secret number" from the host and in a limited time they will have to design the number with the use of their bodies! The audience will have to guess what is the number!

ACTIVITIES AFTER THE SHOW:

It is fun to design shapes, numbers or letters out of human statues. In a small group, like in your class, you could divide them into groups and they have to design the statues by themselves and let the whole class find what is the "mystery" number, shape or letter.